CYGIRLS

MATURE 17+

M

CONTENT RATED BY ESRB

KONAMI

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation®2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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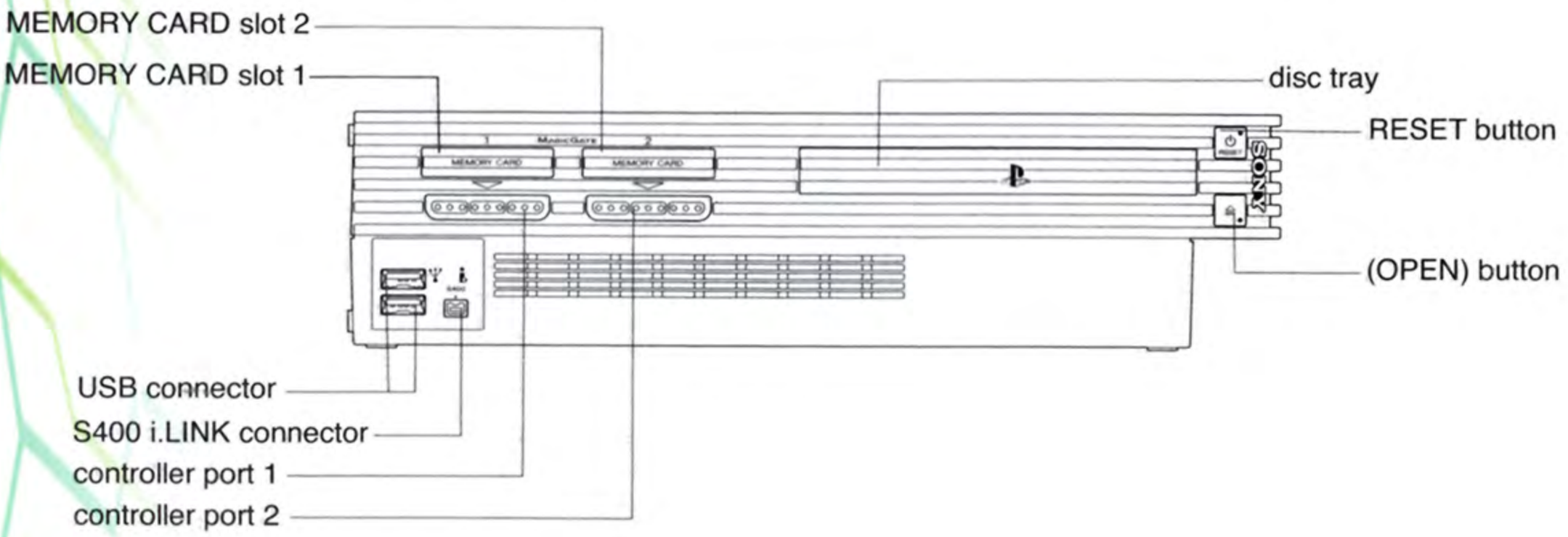
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Cy Girls disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

CONTROLS

DUALSHOCK®2 Analog Controller

The following button controls are the default settings

The game can be played using the DUALSHOCK®2 analog controller. Insert the controller into the PlayStation®2 controller port 1. The game cannot be switched between analog mode and digital mode. The mode indicator is always red, regardless of whether the vibration function has been turned on or off.

STARTING A GAME

This game comprises two discs labeled ICE and ASKA. To play as either character, insert the appropriate disc. Whichever disc you start with will not affect the overall game experience; however, it is recommended that you play as ICE first and then ASKA. Each disc provides a complete and independent game experience. Starting a game with one disc does not require you to switch to the other during game play.

TITLE SCREEN

At the title screen, press the START button to display the title screen menu. Press the directional buttons up or down and press the ⊗ button to select an item.

NEW GAME

After completing the following setup, a new game starts.

DIFFICULTY

Select Easy, Normal, or Hard to set the game's difficulty level. This affects the number and strength of enemies, etc.

CAMERA

Select a camera mode for game play. In "Novice Mode," the camera automatically remains positioned behind and above the character's back. In "Expert Mode," you have manual control of the camera view at all times.

LOAD GAME

If you have previously saved Cy Girls game data to a memory card (8MB)(for PlayStation®2), select this item to continue game play. However, note that data saved while playing the ICE Disc or ASKA Disc is only available for loading with the proper corresponding disc.

To load and start a game, insert the memory card (8MB (for PlayStation®2) to either MEMORY CARD Slot 1 or 2 and select "Load Game." Then select the game file you wish to resume game play.

OPTIONS

Select to modify various game settings (for details, refer to Options p. 10).

EXTRA GAMES

Clear the game to unlock this item.

STARTING A GAME

SAVING

Game progress can be saved using the main menu. With the exception of movie or event scenes, saving can occur at any point during game play. Saving can only occur at specific checkpoints, so when the saved game is loaded, play continues from the most recent checkpoint prior to saving. Also, saving a game file requires a minimum of 210KB of free space on the memory card (8MB)(for PlayStation®2) inserted to either MEMORY CARD Slot 1 or 2. On the main menu screen, press the □ button to display the save menu. Next, select the memory card (8MB) (for PlayStation®2) and then the file to which game data should be saved. A maximum of six Cy Girl game files can be created, but note that when a file is overwritten, the previously saved data will be erased.

BASIC CONTROLS

The following is an overview of the basic controls used to play Cy Girls. For details on advanced action or the specialized controls used in the cyber world, refer to p. 13-16.

DURING GAMEPLAY

Directional buttons ↑ ↓:	Select secondary item
left analog stick:	Player movement, item selection
○ button:	Primary weapon attack, cancel item
✕ button:	Jump/Select Item
△ button:	Use secondary item
□ button:	Investigate/Action
L1 button:	Evade, page forward (on menu screens)
L2 button:	Hide
L3 button (hold):	Map display
R1 button:	Primary weapon attack, page forward (on menu screens)
R2 button:	Use secondary item
R3 button:	Reset camera to default position
right analog stick:	Control camera position
START button:	Toggle pause menu display
SELECT button:	Activate communication transmitter

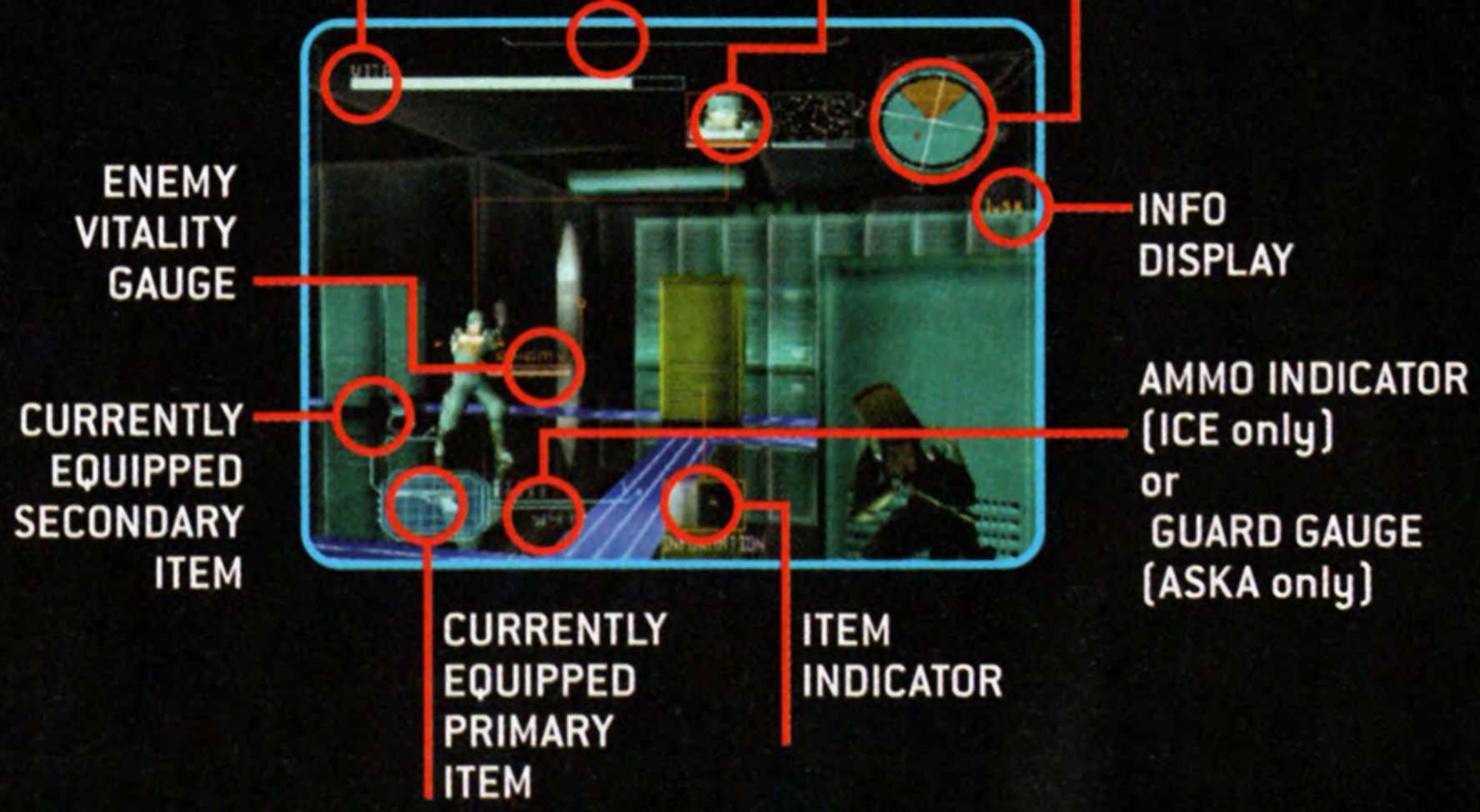
> This game is intended for play with the DUALSHOCK®2 analog controller only.
> The mode indicator should appear red. Switching to digital mode is not possible.

ABOUT GAME PLAY

This section explains the game display and describes how to proceed, including basic instructions on how to play.

GAME DISPLAY

The following explains the game display used in the real world areas of the game.



VITALITY GAUGE

This measures the player's physical strength or health status. This gauge decreases when the player is damaged by an enemy attack, bomb blast, etc. If this gauge reaches zero, it's game over. Items called "Bio-charges" can be used to replenish this gauge when necessary.

ENEMY SENSOR

Normally this frame remains green, but when an enemy is nearby, the side from which the presence is detected flashes red.

CURRENTLY EQUIPPED SECONDARY ITEM

Press the directional buttons up or down to toggle between the available items.

CURRENTLY EQUIPPED PRIMARY WEAPON

To change weapons, press START and select a weapon from the displayed menu .

AMMO INDICATOR (ICE only)

Displays the amount of ammo (bullets and/or clips) available for the currently equipped primary weapon.

ABOUT GAME PLAY

GUARD GAUGE (ASKA only)

This gauge decreases as ASKA defends against enemy attacks using her katana. If it reaches zero, ASKA can no longer use her blade alone as a defense against enemy attack. This gauge automatically replenishes little by little over time.

ITEM INDICATOR

Whenever an item is dropped or an important device is discovered nearby, this indicator appears within the camera view, displaying a small picture of the item. Also, if a specific item is required to use a discovered device or mechanism, the item name appears as well.

ENEMY VITALITY GAUGE

When an enemy is being targeted with the sight, that enemy's vitality gauge appears on the game display.

TARGETING SIGHT

Long-range attacks must always be carried out using the targeting sight. Rotate the camera view to aim at the enemy you wish to target. During game play, the targeting sight can be changed from Novice to Expert. See "Options", Pg 10.

INFO DISPLAY

Any relevant information appears here whenever a mission is updated, a checkpoint reached, or an item acquired, etc.

COMPASS

The orange-colored field represents the range of the camera view. This field of vision also includes areas that are hidden by walls or other obstructions and cannot actually be seen. Red points indicate enemy presence, while blue points represent a non-enemy presence.

ENEMY INFO

The vitality gauges and images of enemies that have appeared once in the camera view appear on the game display. When nearby, the direction in which an enemy is located is also indicated.

GAME PROGRESSION

Each stage has a mission that, in order to be cleared, requires completion of a series of additional, detailed tasks. Progression begins in the real world until approximately mid-stage when you must "dive" into the cyber world to carry out specialized assignments there. Once you have completed the main mission for a stage, that stage is cleared and you then proceed to the next stage.

Whenever new tasks arise, the communicator display appears. Also, "Additional Mission" is displayed at the top of the screen. If you forget or don't fully understand a task or the mission, select "Mission Objectives" from the pause menu to confirm.

ABOUT GAME PLAY

GAME OVER SCREEN

The game is over when any of the following occurs:

- > Your Vitality Gauge reaches zero.
- > Mission failure.
- > You kill any individual not considered an enemy (civilian).
- > You fall from too high of an elevation.
- > You remain in the cyber world past the designated time allotment.

If this happens, select one of the following options from the displayed menu:

Continue	Resume gameplay from the last successfully cleared checkpoint.
Mission Restart	Resume gameplay from the start of the current mission.
Data Load	Load a previously saved game file.
Data Save	Save the current play data to a game file.
Return to Title	Return to the title screen.

CLEARING A STAGE

Once you have successfully cleared the main mission of a given stage, a summary of your performance with regards to the following play conditions appears.

Difficulty	Level of difficulty used to clear the stage.
Clear Time	Amount of time required to clear the stage.
Cool Shot	Total of number of 'stylish' attacks performed.
Rank	An overall evaluation of your performance based on Clear Time and Cool Shot results.

CHECKPOINTS

Each stage consists of several checkpoints. In the event of game over, when you select "Continue" from the displayed menu or when loading previously saved data, play resumes from the last cleared checkpoint of the stage.

Press the START button during game play to display the main menu. Use the L1 or R1 buttons to toggle between menu items.

MENUS

ICE'S WEAPONS

It is possible to review a summary of the firearm currently equipped or switch weapons during play. Use the left analog stick to select the weapon, and press the △ button to display information about it. Press the ✕ button to equip the selected weapon. If you have acquired more than one of the same type of handgun, it is possible to equip two handguns at once (double-handed).

Note: ICE's outfit changes with each stage so the number and type of weapons she can carry varies depending on the clothing style.
Weapon = Size
Handguns = Small
Rifles = Medium
Heavy Firearms = Large

At the start of the game, ICEs outfit enables her to carry two small, one medium and one large weapon. As such, if you elect to keep two handguns at once, she will be unable to acquire any new handguns that may become available without discarding one or both of the handguns in her possession. To discard a weapon, display the menu, select the weapon, and press the □ button.

Note that while a large weapon (heavy firearm) is equipped, it is not possible to switch to a different weapon without discarding the large weapon first, as explained above.

USING SUBWEAPONS/WEAPONS

It is possible to confirm or equip any secondary items or weapons in your possession. Press the △ button or R2 button to use an item that has been equipped.

Note: It is possible to switch between equipped secondary items without opening the main menu.

SUBWEAPONS/WEAPON INTRODUCTION

The following are a few of the secondary items that are available during game play.

Bio-charge: Used to replenish your vitality gauge.

Hand Grenade: These small bombs can be tossed to create an explosion after five seconds, inflicting damage to anyone within a five-meter radius of the grenade. Prior to exploding, the grenades can be picked-up and tossed again by pressing the □ button.

MENUS

ASKA'S WEAPONS

Hook: This item is exclusive to ASKA and can be used to facilitate movement by embedding the hook into a wall or other stationary structure to swing jump across the intervening space. It can also be used to hook and pull objects toward her. Although it doesn't cause damage by itself, this wire can also be used to hook onto enemies to pull them into position for attacking.

Shuriken (Throwing Stars): Another item exclusive to ASKA, throw these small metal weapons to attack enemies. Although the damage they cause is small, they are useful when attacking from a distance.

MISSION OBJECTIVES

This is a summary of the mission for the current stage along with a map. As you progress through the game, information regarding additional tasks is updated, and newly discovered areas that you have passed through are added to the map, with important locations and pertinent mission information highlighted.

The following phrases appear in the "Info Display" located under the compass to indicate updates or other information related to mission progress.

Mission Addition: This appears to indicate that an additional task has been added to the mission objective list.

Point Addition: This indicates that an important point has been added to the mission objective list.

When either of the above messages appears, be sure to check the mission objective screen in order to gain valuable clues on how to proceed.

OPTIONS

Select this to modify various game settings. Content is similar to the options menu that can be selected via the title screen menu.

CAMERA MODE (Not available on title screen options menu.)Modify the camera view setting for either Novice or Expert. For details, refer to p. 4.

VIBRATION Toggle the vibration function of the controller ON or OFF.

BLOOD Toggle the blood display function ON or OFF.

MENUS

VERTICAL AIM Set the vertical movement of the camera. When set to "Normal," the camera view moves in the direction the left analog stick is pressed, but when set to "Inverted," the camera view moves in the opposite direction of which the left analog stick is pressed.

HORIZONTAL AIM Set the horizontal movement of the camera. When set to "Normal," the camera view moves in the direction the left analog stick is pressed, but when set to "Inverted," the camera view moves in the opposite direction of which the left analog stick is pressed.

CAMERA SPEED Set the camera speed to Fast, Normal, or Slow.

L3 button MAP VIEW Toggle the map display function for the L3 button ON or OFF.

MAP DISPLAY METHOD Toggle between ROTATE or FIXED to select whether to set the L3 button map display to rotate with the camera view or to remain fixed in one place when displayed.

SOUND SETTINGS Select STEREO/ProLogic®II/MONOAURAL for the sound setting.

BGM VOLUME Set the Background Music volume to one of the 11 available levels.

SE VOLUME Set the Sound Effects volume to one of the 11 available levels.

VO VOLUME Set the voiceover volume to one of the 11 available levels.

DEFAULT SETTINGS Select to return all the options settings to their original default settings.

RETURN TO THE TITLE SCREEN Select this to return to the title screen without saving.

SYSTEM

SAVE Select to save current progress from the most recent checkpoint.

LOAD Select to load a previously saved game file (will discontinue current game)

RETURN TO TITLE Select to discontinue current game +return to the title screen without saving.

DATABASE Select to review any information acquired during gameplay. This can be especially helpful when you are stumped or are looking for a clue on how to proceed.

ACTIONS

The following describes some of the actions that are executed by each heroine.

BASIC ACTIONS (ICE & ASKA)

ABOUT COOL SHOTS

If certain conditions are met while attacking enemies, "COOL SHOTS" are acheived, only when an enemy has been dispatched of in a particularly stylish manner. A running tally is kept throughout play, which effects your overall performance evaluation that appears after a stage has been cleared.

ICE

ICE uses firearm weapons to battle enemies. Although her defense consists only of evading, she has a wide variety of firearms at her disposal for long-range attacking.

ATTACKING (FIRING WEAPONS) ◎/R1 button

Use the right analog stick to move the camera view and align the target sight over an enemy and then press the ◎ or R1 button to attack by firing the equipped primary weapon. It is possible to attack while lying prone or while moving. However, your accuracy decreases when firing while moving. Provided you have two versions of the same firearm, it is possible to equip one in each hand to double your firepower.

RELOADING ▣ button

Reloading occurs automatically when your primary weapon runs out of ammo, but you can also opt to manually reload by pressing the ▣ button. Note that in certain circumstances, such as when your character is positioned in front of a door or other such situation, pressing the ▣ button triggers the "investigate" action (open door, etc.) instead.

ATTACK EVASION L1 button WHILE MOVING FORWARD/SIDEWAYS/BACKWARD

Just prior to tapping the L1 button, press the left analog stick in the desired direction to perform an evasive roll action. It is also possible to fire while executing this move. Pressing the L1 button more strongly results in a sliding dive move that affords an excellent low firing position.

ASKA

ASKA uses her katana to battle enemies. Although she can't attack from a distance, she can use her katana for defense and can perform a variety of acrobatic evasive moves.

ATTACK (KATANA ACTION) ◎/R1 button

Press the ◎ or R1 button to have ASKA attack using her katana. She directly attacks with her katana in the direction she is facing, regardless of the position of the target sight. Be sure she is facing the intended enemy before attacking. Up to three consecutive attacks are possible at one time. Perform a jumping attack by pressing the ✕ button to jump while attacking.

ACTIONS

DEFENSE ○/ R1 button (LONG PRESS)
This can be used to guard against frontal attacks, but if attacked from the side or rear, the defense guard is no longer in effect. The defense also no longer works when the "Guard" gauge at the bottom of the game display reaches zero. However, this gauge replenishes automatically over time.

ATTACK EVASION TAP L1 button (ROTATING JUMP)
Just prior to tapping the L1 button, press the left analog stick laterally or back to perform an evasive rotating jump in the desired direction.

AERIAL FLIP STRONG PRESS L1 button
Strongly pressing the L1 button results in a stunning aerial flip. As her body twists during this move, note that ASKA lands facing the opposite direction.

WALL RUNNING FACE WALL, PRESS analog stick WHILE JUMPING, PRESS ✕ button AGAIN.
Jumping while running causes ASKA to perform a summersault. When approaching a wall, jump to perform a summersault then press the ✕ button again to have her run across the wall. Once the wall run has started, she can only proceed in the same direction. However, if the ✕ button is pressed again while running, she can jump over to another wall.

ABOUT FATAL BLOWS
When certain conditions are met, ASKA can perform a stylized move known as a "Fatal Blow," which brings down an enemy in one fell swoop.

FATAL BLOW FROM THE REAR
Approach the enemy from the rear, and then press the attack button. Provided the circumstances and timing are right, ASKA mounts the enemy's shoulders and applies a single, fatal blow.

AERIAL FATAL BLOW
Jump at the enemy from the front and then press the attack button in mid-jump. Provided the circumstances and timing are right, ASKA swoops down from above and applies a single, fatal blow.

There are other versions of the Fatal Blow available, so try out possible variations during battle.Each stage has a terminal from which Cy-D can be accessed by a method called "diving." The game display and controls for the cyberspace vary from those of the real world.

CYBERSPACE D (Cy-D)

GAME DISPLAY

The following explains the game display used in the Cy-D areas of the game.

TIME

The amount of time your character has to remain within Cy-D. During command input, the clock continues to run. However, while the menu screen is open, the countdown is paused.

COMMAND

Press the R1 button to display the Command Input Window. Once command input begins, the commands for skills you have acquired also appear.

SECURITY PROGRAMS

These are the enemies that exist within Cy-D.

AVATARS

These are people who log in to work or live within Cy-D. If you use the Tap Skill, you can eavesdrop on them by viewing their chat (conversation) logs.

TIME LIMIT

There is a limit to the amount of time you can remain within Cy-D. If you exceed this time limit, the game ends. However, it is possible to dive out and then dive back, which resets the amount of available time.

ACTION LIMITATIONS

In addition to not being able to carry/use weapons or investigate things using the ▣ button, there are certain other actions that cannot be performed while in Cy-D. For example, instead of having different evasive actions according to the strength with which the L1 button is pressed, only one of these moves is available.

LOCKED DOORS AND LOCK SEALS

Provided certain conditions such as “downing all enemies in the vicinity” or “operating a specific device” are met, it is possible to open locked doors or files that feature the LOCK seal symbol shown in the screenshot above.

CYBERSPACE D (Cy-D)

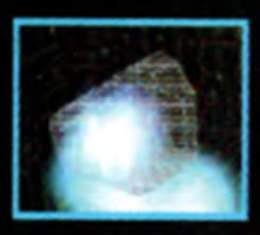
SKILLS

Skills are required to perform specialized actions in the cyber world and are acquired by downloading skill files.

FILE

Files appear as pillars of light in Cy-D. Approach the file and input the download command to acquire the skill contained within.

FILE VARIATIONS

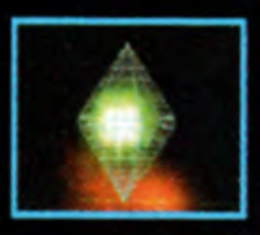


SKILL FILE

Download this file to acquire a new skill.

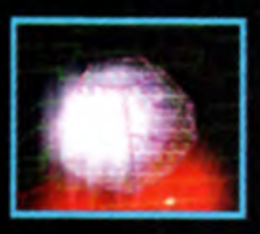
INFORMATION FILE

Download this file to read the information contained within. These often provide clues on how to proceed.



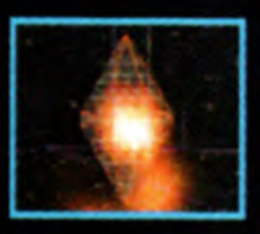
DATA / PERSONAL INFORMATION FILE

These files are important files connected to ICE's story.



APPLICATION FILE

When a previously downloaded file obtained at another location is uploaded to this, it becomes possible to access the data contained within.



CONTROL FILE

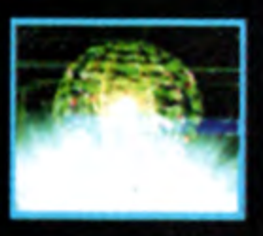
This is a file that controls a door or other lock in either the real or cyber world. When this file is red, it indicates the lock is active, but when green, the lock is deactivated. Control files can be manipulated using the "MODULATION" skill.

SUPPORT FILE

Downloading a support file with a red heart mark replenishes your vitality gauge, but downloading those with blue hearts cause the gauge to decrease.

UNIDENTIFIED FILE

Although this file is unidentified, you can use the "FIND" skill to investigate the content.



DIVEOUT POINT

Although this may look similar to a file, it is different. Stand on this point and use the "DIVEOUT" skill to return to the point from which the dive was made.

CYBERSPACE D (Cy-D)

COMMANDS

Combination commands using the ○, ×, □ and △ buttons are used to execute obtained skills in Cy-D. To input the command for a particular skill, press the R1 button to open the command input window. To review the commands that have been acquired, press the START button and toggle the menu with the R1 or L1 button to display the SKILLS screen.
Note: Commands are categorized according to the first button used for its combo.
○ = ATTACK, □ = DEFENSE, × = OTHERS

DOWNLOAD: (WHILE PRESSING AND HOLDING THE R1 button) × > ○
Execute this command to download a skill from a skill file. Be sure you are standing directly in front of the skill file before inputting the command.

BREAK: (WHILE PRESSING AND HOLDING THE R1 button) ○ > △ > □
This skill can be used to destroy files or walls, as well as to inflict heavy damage on security programs.

SLOW: (WHILE PRESSING AND HOLDING THE R1 button) □ > ○ > △
This skill decreases the speed of security programs by 25% for a set amount of time.

WALL: (WHILE PRESSING AND HOLDING THE R1 button) □ > △ > ○
This skill can be used to create a physical wall to use as a shield against enemy attack. The created wall disappears after 30 seconds or if a strong attack or break skill is used to destroy it.

DIVEOUT: (WHILE PRESSING AND HOLDING THE R1 button) × > □ > ○ > △
While standing on top of a "Dive Point," input this command to escape from Cy-D and return to the location from which you dived.

ACTIONS

JUMP

Tap the × button to execute a low jump, or press harder to execute a high jump.

WHILE JUMPING

○ button = Spin Attack
△ button = Strong Jump Attack (A jump followed by a strong "one blow" attack.)

ATTACK

NORMAL COMBAT

○ button = Weak Attack
△ button = Strong Attack

EVADING ATTACK

Press L1 button to execute an evasive action. Evasive actions differ for Ice and Aska.

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